Marvel Champions Player Aid

SETUP

PLAYERS SETUP (DO THIS PER IDENTITY)

1. Place the **HERO**'s Identity card **ALTER-EGO** side-up, and set their starting (printed) **Hit Points**.
2. Set aside the identity's **NEMESIS ENCOUNTER** deck.
3. Shuffle together the **HERO** Deck following these rules:

- A **HERO** Deck consists of **min 40 and max 50 cards**. The Identity card and any **PERMANENT** cards are **excluded**.
- The deck must include **ALL** of the **HERO** cards associated with your chosen Identity card.
- You may choose exactly one Aspect (**JUSTICE**, **AGGRESSION**, **PROTECTION**, **LEADERSHIP**, or **POOL**).
- The remainder of the deck is then customized using that Aspect and/or **BASIC** cards.

- No more than **x3** of each **NON-UNIQUE card** (by title) may be included.
- No more than **x1** of each **UNIQUE card** ✦ (by title AND subtitles/Alter-Egos) may be included among the deck and the Identity card (among all identities).
- Any **"deckbuilding requirements"** on the **HERO**'s Identity card must be followed.

VILLAIN'S SETUP

4. Stack the **VILLAIN I +II** cards and set their starting (printed) **Hit Points**.
5. Follow the **ENCOUNTER** Deck setup on side *IA* of the **MAIN SCHEME** card, **or** use these rules:

- Add the **VILLAIN** set cards.
- Add the **STANDARD ENCOUNTER** set cards.
- Add at least one **MODULAR ENCOUNTER** set.

- Shuffle together each identity's **OBLIGATION** card(s) together with the **ENCOUNTER** Deck.
- **EXPERT MODE** - stack the **VILLAIN II +III** cards and **add** the **EXPERT ENCOUNTER** cards to the **ENCOUNTER** Deck.
- **EXPERT MODE** - Put only one of the two **VILLAIN** cards into play.

6. Put into play any **SETUP** cards from each deck. Resolve any **SETUP** instructions on side *IA* of the **MAIN SCHEME** card.
7. Flip the **MAIN SCHEME** card and resolve any **WHEN REVEALED** abilities on that side, on the **VILLAIN** card, and on **ENCOUNTER** cards that entered play during setup.
8. Place initial **Threat** 1 X 👤 on the **MAIN SCHEME**.

9 FINAL SETUP

! **CAMPAIGN MODE** - Resolve the **SETUP** instruction in the campaign rulebook.

- Draw your **starting hands** (+Mulligans).
- Resolve the identities' **SETUP** ability, if applicable.
- Select who goes first and give that identity the First Player Token

GENERAL RULES

- Text on cards override the rules, and when in doubt always assume the worst possible outcome to an effect's resolution.
- When a second instance of a unique character attempts to enter play through an ability - that portion of the ability fails.
- Unless it is followed by [X], multiple instances of the same keyword on a single card have no effect.

PLAY AREAS

- Attachment cards are in their attachee's play area.
- Engaged **Minions** are in the identity's play area.
- A given Obligation is in that identity's play area.
- Unless otherwise stated, cards cannot be played into another identity's play area.
- If an identity is eliminated, their play area is removed and engaged-with **Minions** engage the next clockwise identity.
- Cards in the **VILLAIN**'s area are generally affecting everyone. Cards in an identity's area are only affecting that identity.
- **Out-of-Play Area** - Abilities in this area aren't active (e.g. a **SIDE SCHEME** with an acceleration icon in the victory display). "Removed" and "leaves play" are defined as "out-of-play".

THE DECKS

! If the identity's deck empties while discarding cards from it, no more cards need to be discarded from the newly shuffled deck.

! When an ability discards cards from the **ENCOUNTER** deck until a specific card is discarded, if the deck is emptied this way, that card's ability is considered to be fulfilled. Do not discard more cards.

- If both the **ENCOUNTER** deck and the **ENCOUNTER** discard pile are both empty, **you lose**.

MODIFIERS

- Modifiers are applied simultaneously. Addition and subtraction modifiers are calculated before multiplication and division modifiers (math!).
- The most recently resolved modifiers that "sets" a value to a **specific** number overrides all previously resolved modifiers in the calculation.
- A **negative** value results in **zero**.
- Fractional values are **rounded up**.
- Value of a ☆ and other non numerical values are considered as **zero**. Furthermore, if that value is represented by a dash [-], the character **cannot** use that power.
- If an effect modifies the amount of **Damage** "an attack" deals (rather than "an event"), and an event initiates multiple **Attacks**, **only the first** of those **Attacks** has its **Damage** modified.

KEYWORDS, GAME TERMS, AND ICONS

- **Acceleration Icon** During enemy activation, place additional **Threat** on the ***MAIN SCHEME***. Can leave play.
- **Acceleration Token** During enemy activation, place additional **Threat** on the ***MAIN SCHEME***. Permanent if on the ***MAIN SCHEME***.
- **Additional -** Resolved simultaneously with the ability it is modifying. It is considered a separate effect added to the main effect.
- ***ALLIANCE*** - May use other identities to help pay the cost of this card.
- **Amplify Icon** During enemy activation, add one **Boost** icon **to each Boost card** per Amplify icon.
- **And -** Two (or more) effects that resolve simultaneously. Each effect can be independently prevented or canceled.
- ***ASSAULT*** - When performing a basic **Thwart**, use ATK instead of THW.
- **Cancel -** The paid for cards' effects are prevents and it's discarded.
- **Cannot -** Supersedes every other keyword.
- **Consequential Damage Icon** After an **Ally** successfully ATK or THW, it takes one **Damage** for each icon in that field.
- **Cost -** Text before a cost arrow → is mandatory. Without paying the cost (which might be an effect), the action cannot be performed.
- **Control -** Only cards in play can be "under control". Attachments on characters you control are also under "your control". When a card is discarded it always goes back to its **owner**'s discard pile.
- **Crisis Icon** **Threat** cannot be removed from ***MAIN SCHEME***.
- **Damage** - 1 can be "dealt" or "taken". "Moved" **Damage** is **dealt**. A "dealing damage" cost is considered paid even if that **Damage** was partially/fully prevented from being **taken**. If "taking damage" is a cost, it is not considered paid unless ALL the **Damage** was **taken**.
- **Defender** - The character declared to defend an **Attack**. It cannot be an exhausted **Ally**, but it may be an exhausted ***HERO*** for the sake of triggering ***DEFENSE/RESPONSE*** events.
- **Find/Search -** After locating a card that fits the respective criteria (typically you choose which card), shuffle the respective deck.
- ***GUARD*** - The engaged identity cannot **Attack** The ***VILLAIN***. **Damage** 1 can still be "dealt" to them in other ways.
- **Hazard Icon** At the end of the ***VILLAIN*** phase, deal one extra ***ENCOUNTER*** card to just one identity.
- ***HINDER X*** - Place [X] **Threat** on this card when it enters play. If this card gains multiple instances of ***HINDER***, they stack.
- ***INCITE X*** - Place [X] **Threat** on the ***MAIN SCHEME*** when this card enters play. If this card gains multiple instances of ***INCITE***, they stack.
- ***INDIRECT DAMAGE*** - Can be divided among all the characters you control, each up to their remaining **Hitpoints**. Only the **Defender** (or the identity, if "undefended") is considered to have been **Attacked**.
- **Move -** When an element "moves" it cannot stay in the same place. If there is no valid destination, the move is canceled.
- ***OVERKILL*** - Excess **Damage** 1 from an **Attack dealt** to an **Ally/Minion** is simultaneously **dealt** to the controlling ***HERO/VILLAIN***. It is considered as **Damage** from an **Attack**, but not an **Attack** in itself. If the **Ally/Minion** has a **TOUGH** status, overkill doesn't trigger.
- ***PATROL*** - The engaged identity can't THW the ***MAIN SCHEME***. **Threat** might still be removed from the ***MAIN SCHEME*** in other ways**.**
- **Per Hero Icon** Multiplies the value by the number of **Identities** in play. If an identity is eliminated, this value does not change.
- ***PERIL*** - While resolving this card, other identities cannot help.
- ***PERMANENT*** - Cannot be defeated, leave play, or have its text box blanked (except by abilities in the same ***HERO***/scenario/modular set).
- ***PIERCING*** - Ignores and removes **TOUGH** from the target of the **Attack**.
- ***QUICKSTRIKE*** - Immediately ATK the triggering identity if in ***HERO*** form.
- ***RANGED*** - Ignores the ***RETALIATE*** keyword.
- ***REQUIREMENT*** - This card cannot be played "ignoring its resource cost".
- ***RESTRICTED*** - Can control no more than two cards with this keyword.
- ***RETALIATE X*** - After surviving an **Attack** , deal [X] **Damage** to the attacker. If this card gains multiple instances of ***RETALIATE***, they stack.
- ***STALWART*** - Cannot be **STUNNED** or **CONFUSED**. Any previously placed status cards are removed.
- ***STEADY*** - Requires 2x status cards to be **STUNNED** or **CONFUSED**. When removed, remove both cards.
- **Team-Up -** Requires both characters in play to be played**.**
- **Teamwork -** After this **Minion** enters play and engages, if there's at least one other **Minion** with this keyword in play, each of these **Minions** activates against the identity they are engaged with.
- ***TEMPORARY*** - Discard at the end of the round.
- **Text-box -** The printed abilities and icons of a card (not the traits).
- **TOUGH** - Discard just one status card each time the character takes **Damage**, even if it has multiple **TOUGH** status cards. The character is not considered to have "taken damage".
- ***TOUGHNESS*** - This card enters play with a **TOUGH** status card.
- ***VICTORY X*** - After being defeated, place this card in your **Victory Display** (an **out-of-play** area). If an attachment, place in the **Victory Display** when the attachee card is defeated.
- **Valid Target -** If an ability has multiple effects on its target, the target is valid if at least one effect can be done (the cost is irrelevant).
- ***VILLAINOUS*** - This **Minion** gets a **Boost** card during its activation.
- ***YOU*** - The ***HERO/ALTER-EGO***, Upgrades (unless attached to a different character), Events, and a Resource cards are all considered an extension of the identity. **Allies** and Supports are NOT.
- ***WHEN DEFEATED*** - First resolve the effect, *then* the card leaves play.

TURN SEQUENCE - THE PLAYER PHASE

1 "Start of the round, beginning of player phase." In identity order, perform any and all:

Change your Identity's form (**once per round**).

- Only the form changes, EVERYTHING else stays the same.
- **Card ability form change** do not count towards this limit.
- Changing a **form type card** counts as "changing forms" but does not count towards this limit.

Pay the cost to **play cards** from hand into the play area.

- **Ally** limit is 3. If a 4th **Ally** is played, an existing **Ally** must leave play **before** resolving "upon enter play" abilities.
- A card that is put **into play** is not "played".
- ***PLAYER SIDE SCHEME*** limit per # of identities: 1/2 = 1 3+ = 2

Pay the cost to **trigger actions** on cards you control, on an ***ENCOUNTER*** card in play, or to play an event card with a met timing trigger from your hand.

- Unless it is specified as part of the **cost**, an exhausted card can still trigger it's abilities.
- A **cost** requiring "any number" or "up to" something, requires at least one of that something.
- When choosing between several **options** you cannot pick an option that can't be at least partly resolved.

Perform a basic power.

- Exhaust **Ally**/identity to use basic ATK / THW / REC
- Unless specified as part of a cost to trigger an ability or event, only basic powers require the character to be exhausted.

RESOURCES **Discard cards to generate their printed resources.** When discarding a Wild ✶, you decide which resource is generated. If the Wild ✶ is doubled, each can be declared a different type. Resources and other costs are all paid for **simultaneously**.

OTHER IDENTITIES

Other identities may trigger "Action" abilities on a card in play under their control or on an event card in their hand.

ATTACK / THWART

- Removing a **STUNNED/CONFUSED** status does not cause **Consequential Damage**, and **does not require a valid target**.
- To remove **STUNNED/CONFUSED** you still need to pay, and it does not count as the characters having **Attacked/Thwarted**.
- "Deal damage" by itself isn't considered an **Attack**. "Remove threat" by itself isn't considered a **Thwart**.
- Unless explicitly specified, an **Attack/Thwart** event is considered as a single **Attack/Thwart** (even if it has multiple **Damage/Threat**-removal instances).

DEFEATING ENEMIES

- A defeated **Minion** is discarded. A defeated ***VILLAIN*** Phase is "removed from the game".
- When defeating a ***VILLAIN*** stage, excess **Damage** is not carried over. If the new stage DOESN'T have a different title, then tokens, attachments, and everything else DOES carry over.
- When defeating a ***VILLAIN*** stage during its activation, If the new stage DOESN'T have a different title, the ***VILLAIN*** resumes that activation using the new ***VILLAIN*** stage.
- Defeating a ***VILLAIN*** phase counts towards defeating an enemy.

ATTACK SEQUENCE

1. Initiate dealing of the Damage.

2. ***FORCED INTERRUPTS*** "when dealing of damage".
3. ***INTERRUPTS*** "when dealing of damage".
4. **Damage** is actually **dealt**.
5. ***FORCED RESPONSE*** "after dealing damage".
6. ***RESPONSE*** "after dealing damage".

7. Initiating taking of the Damage.

8. **TOUGH**? No **Damage** was **taken**, remove 1x**TOUGH**.
9. ***FORCED INTERRUPTS*** "when taking damage".
10. ***INTERRUPTS*** "when taking damage".
11. **Damage** is actually **taken** (if any, at this point).
12. ***FORCED RESPONSE*** "after taking damage" (if any).
13. ***RESPONSE*** "after taking damage" (if any).

14. Retaliate X.

15. Abilities that trigger "after [character] is attacked..." or "after [character] attacks [and damages]..." in regards to the target of the retaliation.

15. Consequential Damage.

INTERUPTS / RESPONSES

Triggering condition

Before-Initiation	Before-Resolution	After-Resolution
INTERRUPT + "would"	***INTERRUPT***	***RESPONSE***

2 "End of player phase". Perform all:

1. Discard cards (optional).
2. Draw-up/discard-down to your hand size.
   - If the ***HERO*** Deck runs out, deal 1 facedown ***ENCOUNTER***.
3. Ready all exhausted cards.

TURN SEQUENCE - THE VILLAIN PHASE

3 After the last identity is done, "Beginning of ***VILLAIN*** phase".

Place **Threat** 1 on the ***MAIN SCHEME*** + 1 per 🦹 and +1

* Excess **Threat** never carries over to the next ***MAIN SCHEME*** stage.

4 First the ***VILLAIN***, and then each engaged **Minion** (in the order of your choice), activates once, per identity, in identity order:

! If the identity is in ***HERO*** form (check per enemy):

A) The ***VILLAIN*** initiates an **Attack**:

1. **STUNNED**? **Attack** ends and the ***VILLAIN*** is not considered to have "attacked". Not **STUNNED**? Deal a **Boost** card.
2. Declare a **Defender**. Otherwise, the **Attack** is "undefended".
3. Reveal, resolve, and discard all **Boost** cards, one at a time.
   - **Damage dealt** by a boost ability ☆ is not considered to be **Damage dealt** by the activation of the ***VILLAIN***.
   - A **Boost** card that causes the ***VILLAIN*** to **Attack/Scheme** again is considered a separate activation.
4. Simultaneously deal the ***VILLAIN***'s ATK + 🦹 as **Damage**.
5. Reduce **Damage** by amount of **Defender**'s DEF value.

B) A **Minion** initiates an **Attack**:

1. **STUNNED**? **Attack** ends and the **Minion** is not considered to have "attacked".
2. Declare a **Defender.** Otherwise, the **Attack** is "undefended".
3. Deal the **Minion**'s ATK as **Damage**.
   - If a **Minion** leaves play midway of their activation, their activation ends immediately.

! If the identity is in ***ALTER-EGO*** form (check per enemy):

A) The ***VILLAIN*** initiates **Scheming**:

1. **CONFUSED**? **Scheming** ends and the ***VILLAIN*** is not considered to have "schemed". Not **CONFUSED**? Deal a **Boost** card.
2. Reveal, resolve, and discard all **Boost** cards, one at a time.
   - **Damage dealt** by a **Boost** ability ☆ is not considered to be **Damage dealt** by the activation of the ***VILLAIN***.
   - A **Boost** card that causes the ***VILLAIN*** to **Attack/Scheme** again is considered a separate activation.
3. Simultaneously place the ***VILLAIN***'s SCH + 🦹 as **Threat**.

B) A **Minion** initiates **scheming**:

1. **CONFUSED**? **Scheming** ends and the **Minion** is not considered to have "schemed".
3. Place the **Minion**'s SCH as **Threat**.
   - If a **Minion** leaves play midway of their activation, their activation ends immediately.

DEFENDING

» When the ***VILLAIN*** "attacks you" they **Attack** the identity, not the **Allies**. Any **Ally** can still be used as a **Defender**.

» The identity or an **Ally** (just one character) may defend.
- The identity is still considered to be "attacked".
- If the **Ally** is defeated before **Damage** from the **Attack** is **dealt**, the **Attack** is undefended.
- Another identity may defend, in which case that identity becomes the target of the **Attack**.

» If the amount of **Damage dealt** to a defending ***HERO*** with a **TOUGH** status was less than that ***HERO***'s DEF value, the ***HERO*** keeps their **TOUGH** status.

» One or more defense abilities may be played.
- If the **Attack** was "undefended" - this identity becomes the **Defender**. If their **Ally** was the **Defender** - the **Ally** remains the **Defender**.
- If this event was triggered by another identity, they become the **Defender**.
- This is not a basic DEF. Unless specified, you do not need to exhaust your identity, and you do not gain their DEF bonus.

» If an effect causes a defended **Attack** to end before it fully resolves, it is still considered to have been "defended".

» If an identity is **eliminated**, any engaged-with **Minions** engage the next clockwise identity.

THREAT / MAIN SCHEME

! Prevented **Threat** is reduced **before** it is placed.

! If the ***MAIN SCHEME*** advances other than through **Threat**, that phase is not considered to have been "completed".

! When the ***MAIN SCHEME*** advances, everything on it (except for an **Acceleration Token** +1) is removed and discarded.

5 "End of the ***VILLAIN*** phase & end of the round".

! If the ***ENCOUNTER*** Deck runs out, add an Acceleration token +1 to the ***MAIN SCHEME***.

1. Deal 1 facedown ***ENCOUNTER*** to each identity + 1 additional ***ENCOUNTER*** per 🦹 to only one identity.

HEROIC MODE [X] - Deal [X] extra ***ENCOUNTER*** cards to each identity.

2. Reveal and resolve all ***ENCOUNTER*** cards, one at a time.

ENCOUNTERS

! When asked, choose the option that can be most fully resolve.

! When a second instance of a unique **character** attempts to enter play, discard that ***ENCOUNTER*** and draw a new one instead.

! If an attachment cannot be attached it is discarded.

! An attachment ***ENCOUNTER*** that modifies a value a character does not have is ignored.

Start a new round!

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